

Abstract of the Disclosure

A method for on-screen programming of an electronic device includes hand drawing of graphic inputs on-screen. The graphic inputs are recognized
5 by determining the vertices, trend, size, context, and other parameters, and, once recognized, are converted to functional objects on-screen. The functional objects may be linked in a selected order by arrows or lines to produce a desired output, or may be ganged for action in common. The device may provide a control panel for signal processing, or a telephone display for
10 controlling call blocking and call answering.